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K-TEK™ Software

COMBAT APPROACH

instructions

for use with Commodore 64™ computers

#54010-3-1

K-TEK™ Software

COMBAT APPROACH

A K-TEK™ product for Commodore 64™ computers

A spine-chilling chase through the mountainous terrain of an alien planet in the far reaches of outer space. Weird missiles, searching for heat, pursue your heli-craft and bear down for the kill! Quickly, press the fire button and turn off your engines to confuse them. Split-second timing causes you to start them again just moments before crashing. As you artfully dodge the missiles, they go crashing into each other (for 100 points) or into the mountains (for 130 points).

- TURN computer off and on again . . . follow instructions in computer manual.
- PLACE TAPE in cassette drive. Make sure it is rewound completely.
- Insert joystick into Port 1.
- TYPE: LOAD "GAME" and press RETURN.
- PRESS PLAY on the cassette drive and wait for screen to say READY.
- TYPE: RUN and hit RETURN — wait for game to begin.
- DODGE and maneuver missiles causing them to crash into each other for 100 points. 130 points if they crash into mountains.
- PRESS FIRE BUTTON to kill engines so as not to be detected. Restart engines to avoid crashing.

REQUIREMENTS: Commodore 64™ Computer, Cassette Drive, Joystick & Hi-Resolution Screen.